

A & A GAME ENGINEERING PRODUCT SUPPORT

Product Support sheets come in the following types:

- Clarifications – these are more general clarifications about game play in response to questions from players.
- Corrections and Amendments – these include corrections to errors in game data, typing errors, and mistakes in game play that have come to light. These may come in two alternatives:
 - applicable to the most recent edition.
 - applicable to previous editions. These items will all have been incorporated into the latest edition on sale.
- New Rules – These rules will have been developed in response to requests from players. They may also have been developed from House Rules (see below).
- House Rules and player suggestions. House rules that are tested and work well may be incorporated into the basic rules if the author(s) approve.

The content of the sheets follows the same order as the rules in the book and the first sheet shows a summary of these sections and indicates those that are affected by the current sheet.

STATIONS MANNED AND READY

ALTERNATIVE COMBAT SYSTEMS FOR GUNNERY, TORPEDOES AND QUICKFIRERS

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These alternative gunnery systems have developed partly from a method of resolution that we introduced for the use of aircraft in SMR3, and partly from development work we have been undertaking for another product.

Both systems are usable for all the SMR rules series, either separately or together.

The first alternative system revisits what we have called “the Pyramid” which is the numerical table which shows various modifiers or dice available, based on the number of guns, aircraft, factors, etc.

The only change here is that the banding used to determine the modifiers or numbers of dice rolled in the existing combat systems in all 3 parts of Stations Manned and Ready is altered.

The revised numbers will give subtly different results.

The second system presented on the following pages gives a rather more dangerous action with potentially more critical damage than the original system.

<i>Alternative Factor Determination table</i>	
REPLACE Existing Banding	WITH Revised banding
1	1 to 2
2, 3	3 to 6
4 to 8	7 to 12
9 to 15	13 to 20
16 to 24	21 to 30
25 and over	31 and over

Gunnery

To Hit

In these revised rules you cannot split fire over several targets. You must determine the number of d20 attack dice that a ship can get, based on the number of guns available which can bear on the target. This is shown in the table. The table shows the original banding and the alternative.

- If your Fire Control has been reduced to 0 you lose 1d20.
- If the target is being raked, you get an extra d20 against that target.
- If you have radar, you gain an extra d20 if the conditions are clear and the target is in radar gunnery range. You must have functioning a Fire Control (value >0) to use radar.

There are some additional night time modifiers to the number of d20s, which are cumulative (see the table).

Roll the dice to be on target, modifying the score for:

- Crew Quality
- Target size
- Each Firing Marker on the target ship
- Shooting though smoke
- Shooting in a Sea State of "Moderate"

Damage

The first hit on the target causes damage equal to the shell IP. If you only score 1 hit, roll 1d6 and if you score a 6 then you roll on the Critical Damage table.

If you score more than 1 hit, then each additional hit after the first allows a roll on the Critical Damage table. The variable damage table in the rules is not applied.

Fire Damage on carriers

In addition, after resolving the damage above, if the target is a carrier roll 1d6 for each hit including the first, and each 6 causes a Fire (the usual rules apply, apart from the required score being a 6 instead of a 5).

Gunnery: Initial # of d20		
# of guns remaining on firing ship that can engage target		
Original	or	Alternate
1		1 to 2
2, 3		3 to 6
4 to 8		7 to 12
9 to 15		13 to 20
16 to 24		21 and over
		1d20
		2d20
		3d20
		4d20
		5d20
Fire Control Value reduced to 0		lose 1d20
Gunnery: Modifiers to # of d20 for this attack		
Target being raked		add 1d20
Using Radar Fire Control in clear conditions and target is within radar gunnery range		add 1d20
Attacking at Night		No penalty
Japanese WW2		lose 1d20
British or German in WW2		lose 2d20
All others in WW2, All in WW1		add 1d20*
Target damaged at up to 2 RB		add 1d20*
Target using a Searchlight		add 1d20*
Target illuminated by Searchlight and/or Star Shell		add 1d20*
* Modifier can only be used to negate the initial night attack deduction		
'On Target' Roll		
Range (Yards/Range bands/cm)		'On Target'
25,000 yds 5 RB 125 cm		18+
20,000 yds 4 RB 100 cm		15+
15,000 yds 3 RB 75 cm		12+
10,000 yds 2 RB 50 cm		9+
5,000 yds 1 RB 25 cm		6+
Modifiers to dice scores		
Crew Quality		+ 2 to - 2
Target size modifier		+ 3 to - 3
Attacking through smoke screen(s)		- 1d6
Sea State is Moderate		
Per Firing Marker on shooting and target vessels		- 1
Predreadnoughts shooting (actions prior to 1905)		
Guns of calibre 10" or larger		- 3
Guns of calibre 9.5" to 6.4"		- 2
Guns of calibre 6.1" to 5.45"		- 1

Quickfirers (WW1 and earlier)

The above rules are used as follows:

- to determine the initial number of d20 based on the total factors that can bear.
- Apply the dice against one or more targets until all the dice have been allocated.
- reduce the dice against specific targets for night time shooting
- There are no reductions for loss of Fire Control and no benefits from raking or radar.

The "To Hit" modifiers that are used are:

- Crew Quality
- Firing Markers
- Smoke
- Sea State

Roll to hit against each target, 11+ being a hit.

Each hit causes 1 point of damage.

No Criticals are caused.

Torpedoes

Attack Types

When using these rules only the Narrow spread system is used. The Primary Target is nominated. This should be regarded as the point of aim. The number of tubes determines the number of attack dice you can roll.

- Shooting at a target at night will modify the number of dice you get to roll from the outset. Note this is a slight modification from the original system, which modified the hit chance for each target.

To Hit

In order to make an attack, the number of dice available based on the initial aiming point must have been at least 1, before modifying for target aspect.

- The number of dice used can be reduced by one or two according to the target aspect. This may mean that you cannot attack the primary target, but may get attacks against other targets through overshoots.

Roll the initial number of dice against the Primary Target, modifying the score for.

- Crew Quality
- Target size
- Each Firing Marker on the target ship
- Shooting through smoke
- Shooting in a Sea State of "Moderate"
- Target speed
- Optionally, for the fuse modifier.

'Overshoots'

After you have rolled to hit, each dice that missed is applied against the next nearest to the Primary using the priority defined in the rules. You cannot apply more overshoot tests than there are unexpended dice.

By this we mean, if you have three attack dice, and one hits the primary, you can apply the remaining 2 dice against the up to two further targets.

If you had one attack dice, against a primary target which has a negative target aspect, you can still roll an overshoot against one other target.

If you have the possibility of making an overshoot attack against one or more other targets, and a target being tested reduces the number of dice available to 0 or less because of its aspect, this attack is still counted against the maximum number of overshoots, though no dice are rolled. This also means if you had two overshoots and both available targets showed a stern aspect, neither would actually be subjected to dice rolls. If they showed a bow aspect, the first would be subject to one dice in attack. If that missed, then the second could be attacked with one dice. If the first overshoot attack had hit, then the second attack would not take place because the remaining number dice would be reduced to zero.

Damage

Each Torpedo that hits causes damage equal to the IP. (Note that is different to the Gunnery method).

Torpedoes: initial # of d20			
# of tubes remaining on firing ship that can engage target			
Original	or	Alternate	
1		1 to 2	1d20
2, 3		3 to 6	2d20
4 to 8		7 to 12	3d20
9 to 15		13 to 20	4d20
16 to 24		21 and over	5d20
Attacking at Night			No penalty lose 1d20 lose 2d20 add 1d20* add 1d20* add 1d20*
Japanese WW2			
British or German in WW2			
All others in WW2, All in WW1			
Target damaged at up to 2 RB			
Target using a Searchlight			
Target illuminated by Searchlight and/or Star Shell			
* Modifier can only be used to negate the initial night attack deduction			
Torpedoes: Modifiers to # of d20 for this attack			
Attack into target's bow arc			lose 1d20
Attack into target's stern arc			lose 2d20
Torpedo 'To Hit' Roll			
Range (Yards/Range bands/cm)			'On Target'
25,000 yds	5 RB	125 cm	21+
20,000 yds	4 RB	100 cm	20+
15,000 yds	3 RB	75 cm	19+
10,000 yds	2 RB	50 cm	17+
5,000 yds	1 RB	25 cm	14+
Modifiers to dice scores			
Torpedo attack modifier			+ 2 to - 2
Crew Quality			+ 2 to - 2
Target size modifier			+ 3 to - 3
Optional Fuse Modifier			
German until end 1942			- 3
US until end 1943			- 6
Target current Maximum Speed			
5 knots or less			+ 2
6 to 15 knots			+ 1
16 to 25 knots			+ 0
26 to 35 knots			- 1
36 knots or more			- 2
Attacking through smoke screen(s)			- 1d6
Sea State is Moderate			
Per Firing Marker on shooting and target vessels			- 1

Critical Damage

Roll 1d6 for each torpedo that hits. A score of 6 means that a Critical Hit has been caused. In the case of a carrier being hit a 5 on these dice would cause a fire.

Any vessel with poor underwater protection ALWAYS suffers an automatic underwater critical hit for each torpedo hit.